CLAIMS

1.   I claim a game for at least one player comprising:

a) at least one set with a plurality of numerically numbered cards representing the possible outcomes from a dice means for determining a random number between a predetermined minimum and a predetermined maximum;

b) a first wager location for accept a wager on at least one statistical event associated with the random generation of dice tolls according to a set of rules based on statistical odds;

c) a location for receiving and displaying at least one of said plurality of numerically numbered cards and:

d) a dealing means for dealing at least one of said cards at random.

2. The game of claim 1 wherein the at least one set of a plurality of numerically numbered cards further comprise a first set of cards and a second set of cards and wherein the dealing means selects from the first set of cards a first numbered card and from the second set of cards a second numbered card so that the total of the two cards may be added to obtain a number combination.

3. The game of claim 1 wherein at least one statistical event is determined from the statistical events from the group consisting of 1) a traditional craps game, 2) a Four The Money game, 3) a high roller of the month game, 4) a high low craps, and 5) a roulette game.

4. The game of claim 1 wherein the plurality of numbers are cards represents the possible outcome from combinations of two dice with at least 4 sides.

5. The game of claim 2 wherein the first set of cards and second set of cards represent the possible outcomes with a first and second dice having at least 4 sides.

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·6. The game of claim 1 further comprising at least one special card which represent an object other than a number between the predetermined minimum and predetermined maximum.

7. The game of claim 6 wherein the selection at random of the special card provides a bonus to the player.

8. The game of claim 7 wherein the bonus is from the group consisting of (1) allowing the player to pick any number from at least one number between the predetermined minimum and predetermined maximum for the value of the special card, (2) providing a multiple payout, (3) providing a special payout not related to a wager on the occurrence of the special card, (4) providing a special payout related to a wager on the occurrence of the special card, (5) triggering an event to select an additional play, and (6) triggering an event to select an additional amount.

9. The game of claim 8 wherein the special card also bears a number between the predetermined minimum and pre-determined maximum.

10. The game of claim 1 wherein the corresponding dice rolls of a set of dice having results between the predetermined minimum and predetermined maximum are generated by repeatedly shuffling either two sets of six cards numbered 1 through 6, or one set of 36 cards representing all of the rolls of a set of dice.

11. The invention of claim 1 further comprising a plurality of card locations for receiving a plurality of cards from the dealing means and a user selection location for a user to select at least one first card location from the plurality of card locations.

12. I claim a method for playing a game for at least one player comprising the steps of:

   a) dealing at least one of a plurality of numerically numbered cards representing the possible

outcomes from a dice means for determining a random number between a predetermined minimum and a predetermined maximum;

b) placing a wager on at least one of said cards matching at least one statistical event, a first wager location for accept a wager on at least one statistical event associated with the random generation of dice tolls according to a set of rules based on statistical odds

13. The method of claim 12 wherein multiple decks are used and wherein dealing comprises the step of randomly selecting a card from the multiple decks and dealing the card in order to determine the resulting amount for each deal.

14. The method of claim 12 further comprising repeating steps a and b to generate plurality with random numbers until a predetermined target number is generated as the statistical event.

15. The method of claim 12 wherein the step of dealing further comprises using at least two separate cards for determining the random number.

16. The method of claim 14 further comprising the step with maintaining a list of at least two of the random numbers.

17. The method of claim 16 further comprising the step with displaying the list.

18. The method of claim 12 wherein the step of dealing further comprises:

d) dealing to plurality of spaces;

e) allowing the at least one player to select at least one of the plurality of spaces;

f) displaying the card in the at least one space selected by the player to obtain the random number.

19. The method of claim 12 wherein the plurality of numerically numbered cards further comprises a first set of cards and a second set of cards and wherein the step with dealing comprises dealing

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from the first set of cards a first numbered card and from the second set of cards a second numbered card so that the total of the two cards comprises a random number.

20. The method of claim 19 wherein the first set of cards and second set of cards represents the numbers possible on a first and second dice having six sides.

21. The method of claim 12 further comprising at least one special card which represent an object other than the number between the predetermined minimum and predetermined maximum.

22. The method of claim 21 wherein the selection at random of the special card provides a bonus to the player.

23. The game of claim 22 wherein the bonus is from the group consisting of (1) allowing the player to pick any number from at least one number between the predetermined minimum and predetermined maximum for the value of the special card, (2) providing a multiple payout, (3) providing a special payout not related to a wager on the occurrence of the special card, (4) providing a special payout related to a wager on the occurrence of the special card, (5) triggering an event to select an additional play.

24. The method of claim 23 wherein the special card also bears a number between the predetermined minimum and predetermined maximum.

25. The method of claim 12 wherein dealing at least one with a plurality with numerically numbered cards between the predetermined minimum and predetermined maximum further comprises the steps of repeatedly shuffling cards representing all of the potential outcomes of a roll of a set of two six sided dice numbered 1 through 6.

26. The method of claim 25 wherein the step with dealing at least one of a plurality of numerically

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numbered cards further comprises the step of dealing a random number from the possible outcomes of two dice with six sides and accepting a wager with a payout based on the rules from games from the group consisting of 1) traditional craps, 2) Four The Money, 3) high roller of the month, 4) high-low craps and 5) roulette.

27. The method of claim 16 wherein multiple decks are used and wherein the dealing means randomly selects a card from the multiple decks in order to determine the resulting roll for each roll in a series.

28. The method of claim 12 further comprising the steps with (1) repeating steps a and b a plurality of times until a terminating event occurs to allow a multiple outcome wager on multiple selected outcomes during the plurality of times, and (3) maintaining a record of at least one of the plurality of the numbers selected to determine when the multiple outcome wager will be paid.

29. The method of claim 28 where the terminating event is the generation of at least one target number.

30. The game of claim 28 wherein the game further comprises using at least two separate numbers for determining a total and wherein the game further comprises maintaining a list of the totals and allowing at least one wager for wagering on the existence of totals comprised of specific numbers between the predetermined minimum and predetermined maximum before the terminating event.

31. The invention of claim 12 wherein the step of dealing further comprising dealing a plurality of cards to a plurality of locations for receiving the cards from the dealing means and selecting at least one first card location from the plurality of card locations and using the card in the first card as the at least one of a plurality of numbered cards.

32. The method of claim 12 further comprising the steps of (1) marking the value of the card on the

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cards, (2) electronically examining the cards to locate the marking, and (3) displaying the value.

33. The method of claim 32 further comprising the step of maintaining a record of the values.

34. The method of claim 33 further comprising the step of notifying the user when the record of values provides for a winning result on a wager.

35. The method of claim 34 further comprising the steps of (1) providing the location for the wagers, (2) electronically examining the wager placed and maintaining a record of wagers and wherein the step of notifying further comprises the step of comparing the record of valued to the record of wagers and notifying the user with the winning result only when a wager is a winning wager.

36. I claim method of playing a roulette game wherein the roulette wheel is replaced with a dealing means for randomly selecting a card from at least one deck of cards containing the numbers corresponding to the numbers on the roulette wheel which is replaced.

37. I claim method of playing a dice game wherein the dice are replaced with a dealing means for randomly selecting a card from at least one deck of cards containing the numbers corresponding to the numbers on the dice which are replaced.